

**CLEAN COPIES OF THE CLAIMS**

The following listing of claims will replace all prior versions and listings of claims in the application.

**LISTING OF CLAIMS**

1. (Original) A method for operating a computer comprising:
  - (a) preselecting at least a first time limit and a second time limit;
  - (b) receiving an event signal from an event source;
  - (c) adding a change event corresponding to the received event signal to a list of change events in a memory of the computer;
  - (d) iteratively repeating steps (b) and (c) while neither the first predetermined time limit between consecutive said event signals is exceeded nor the second predetermined time limit since the receipt of a received event signal corresponding to a first change event in the list of change events is exceeded; and
  - (e) dispatching the list of change events for a thread upon expiration of any of the first predetermined time limit or the second predetermined time limit.
2. (Original) A method in accordance with Claim 1 wherein the dispatched list of change events comprises a plurality of change events and said method further comprises buffering an effect of said change events until a cumulative effect of said plurality of change events is determined.
3. (Original) A method in accordance with Claim 2 further comprising determining relevance of the event signals in accordance with predetermined relevance criteria, and wherein

said adding a change event corresponding to the received event signal to a list of change events is performed only for event signals meeting the predetermined relevance criteria.

4. (Original) A method in accordance with Claim 3 wherein said dispatching the list change events for a thread comprises dispatching the list of change events to a graphical user interface (GUI) display event listener configured to update a graphical user interface displayed on a display device, said method further comprising maintaining the graphical user interface until said buffering of effects of individual said change events is completed, and utilizing the GUI display event listener to update the graphical user interface displayed on the display in accordance with said determined cumulative effect of said plurality of change events.

5. (Original) A method in accordance with Claim 4 wherein said receiving an event signal from an event source comprises receiving an event signal from a database server.

6. (Original) A method in accordance with Claim 1 further comprising determining relevance of the event signals in accordance with predetermined relevance criteria, and wherein said adding a change event corresponding to the received event signal to a list of change events is performed only for event signals meeting the predetermined relevance criteria.

7. (Original) A method in accordance with Claim 1 wherein at least steps (b) through (e) are iteratively repeated, and wherein a new list of change events is constructed for each iteration of steps (b) through (e).

8. (Original) A computing apparatus having a central processing unit operatively coupled to a memory, said apparatus configured to:

- (a) store a predetermined first time limit and a predetermined second time limit in said memory;
- (b) execute a plurality of concurrent program threads;
- (c) construct a list of change events corresponding to event signals received by one said program thread while neither the first predetermined time limit between consecutive said event signals is exceeded nor the second predetermined time limit since the receipt of an earliest received event signal corresponding to a first change event in the list of change events is exceeded; and
- (d) dispatch the list of change events for a thread upon expiration of any of the first predetermined time limit or the second predetermined time limit.

9. (Original) A computing apparatus in accordance with Claim 8 wherein the dispatched list of change events comprises a plurality of change events and said computing apparatus is further configured to buffer an effect of said change events until a cumulative effect of said plurality of change events is determined.

10. (Original) A computing apparatus in accordance with Claim 9 further configured to determine relevance of said event signals in accordance with predetermined relevance criteria, and to add a change event corresponding to a received event signal to a list of change events only when the event signal meets said predetermined relevance criteria.

11. (Original) A computing apparatus in accordance with Claim 10 further comprises a display coupled to said central processing unit and said memory, and one of said concurrent program threads includes a graphical user interface (GUI) display event listener configured to update a graphical user interface displayed on said display;

wherein to dispatch the list change events for a thread, said computing apparatus is configured to dispatch the list of change events to the GUI display event listener; and

said computing apparatus is further configured to maintain the graphical user interface until said buffering of effects of individual said change events is completed, and to utilize the GUI display event listener to update said graphical user interface displayed on said display in accordance with said determined cumulative effect of said plurality of change events.

12. (Original) A computing apparatus in accordance with Claim 8 further configured to determine relevance of said event signals in accordance with predetermined relevance criteria, and to add a change event corresponding to a received event signal to a list of change events only when the event signal meets said predetermined relevance criteria.

13. (Original) A computing apparatus in accordance with Claim 8 wherein to dispatch said list of change vents for a thread, said computing apparatus is configured to specify a thread name and to dispatch said list of change events to a thread having the specified name.

14. (Original) A machine-readable medium or media having recorded thereon instructions configured to instruct a computing apparatus having a central processing unit operatively coupled to a memory to:

(a) store a predetermined first time limit and a predetermined second time limit in the memory;

(b) execute a plurality of concurrent program threads;

(c) construct a list of change events corresponding to event signals received by one said program thread while neither the first predetermined time limit between consecutive said event

signals is exceeded nor the second predetermined time limit since the receipt of an earliest received event signal corresponding to a first change event in the list of change events is exceeded; and

(d) dispatch the list of change events for a thread upon expiration of any of the first predetermined time limit or the second predetermined time limit.

15. (Original) A medium or medium in accordance with Claim 14 wherein said dispatched list of change events comprises a plurality of change events and said medium or media further have recorded thereon instructions to instruct the computing apparatus to buffer an effect of said change events until a cumulative effect of said plurality of change events is determined.

16. (Original) A medium or media in accordance with Claim 15 further having recorded thereon instructions configured to instruct the computing apparatus to determine relevance of said event signals in accordance with predetermined relevance criteria, and to add a change event corresponding to a received event signal to a list of change events only when the received event signal meets said predetermined relevance criteria.

17. (Original) A medium or media in accordance with Claim 16 one of said concurrent program threads includes a graphical user interface (GUI) display event listener configured to update a graphical user interface displayed on said display; and

wherein to dispatch the list change events for a thread, said medium or media has recorded thereon instructions configured to instruct the computing apparatus to dispatch the list of change events to said GUI display event listener; and

said medium or media also has recorded thereon instructions configured to instruct the computing apparatus to maintain the graphical user interface until said buffering of effects of individual said change events is completed, and to utilize the GUI display event listener to update

said graphical user interface displayed on said display in accordance with said determined cumulative effect of said plurality of change events.

18. (Original) A medium or media in accordance with Claim 14 further having recorded thereon instructions configured to instruct the computing apparatus to determine relevance of said event signals in accordance with predetermined relevance criteria, and to add a change event corresponding to a received event signal to a list of change events only when the received event signal meets said predetermined relevance criteria.

19. (Original) A medium or media in accordance with Claim 14 wherein to dispatch said list of change vents for a thread, said medium or media further has recorded thereon instructions configured to instruct the computing apparatus to specify a thread name and to dispatch said list of change events to a thread having the specified name.

20. (Original) A medium or media in accordance with Claim 14 further having recorded therein instructions configured to instruct the computing apparatus to iteratively repeat said constructing and dispatching, and to construct a new list of change events after each said dispatching of a list of event changes.

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